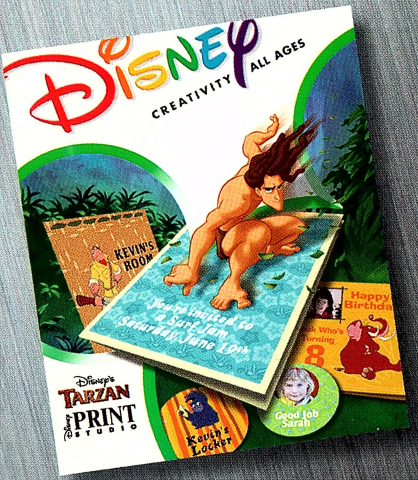
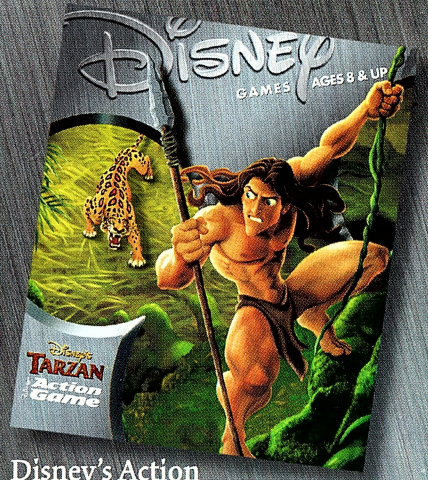
Look For These Other Great Tarzan™ Titles from Disney Interactive



Disney's Print Studio, *Tarzan*™



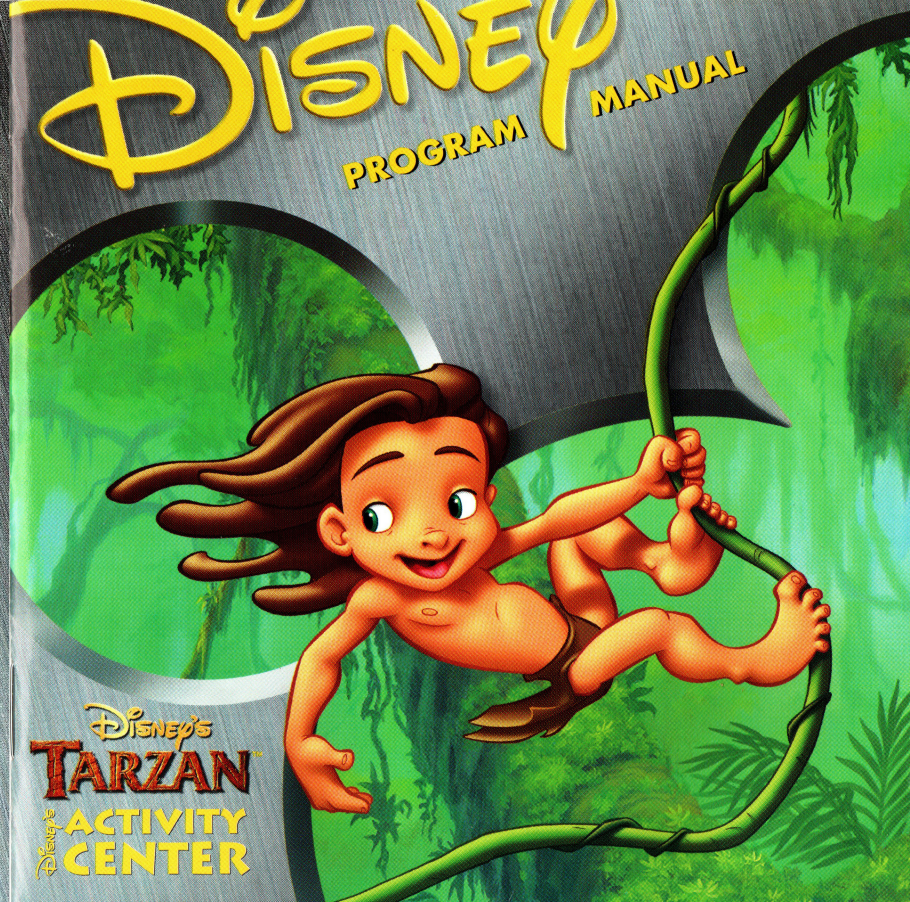
Disney's Action Game, *Tarzan*™

For additional help, please read the inside of this Program Manual or visit the Customer Support section of our Web site at www.disneyinteractive.com part of GO Network

Published by Disney Interactive Inc., 500 South Buena Vista St., Burbank CA 91521 D6461
Tarzan™ Owned by Edgar Rice Burroughs, Inc. And Used by Permission.
Copyright © 1999 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved.

Disney

PROGRAM MANUAL



Disney's TARZAN™ Activity Center

Disney's TARZAN™ Disney's ACTIVITY CENTER

Welcome to Disney's Activity Center, Tarzan™!

Welcome to Tarzan's exciting world of fun, adventure, music, and creativity! Join Tarzan and his friends in games and activities that will challenge your brain and tickle your funny bone.

Your host, Professor Porter, will help you get where you want to go, whether it's the Human Camp to make music with Terk and friends, or Elephant Falls to help young Tarzan get those elephants back in the lagoon. If you get hungry, be sure to stop by Terk and Tantor's Power Lunch for 50 levels of action-filled fun. After lunch, see if Jane needs a hand retrieving her sketches from that mischievous Baby Baboon. And don't forget to create your own Jungle Journal. You'll want a record of all your adventures!

Sounds like Tarzan's world is a busy one, so let's get started!

Table of Contents

Minimum System Requirements 2
Installing the Program 3
Starting the Program 3
Uninstalling the Program 4
Signing In 4
Helpful Tips 4
Printing 5
Professor Porter's Map 6
Activities:
- Jungle Journal 6
- Tarzan's™ Jungle Tumble 8
- Trash the Camp Music Maker 9
- Fetch-the-Sketch 12
- Terk and Tantor's Power Lunch 14
- Tarzan's™ Sing and Swing 15
- Adventurers' Stickers 15

Pick a Level Screens 15
Troubleshooting 16
Customer Support 16

Minimum System Requirements

- Pentium™ – class processor, 133 MHz or faster
- Microsoft® Windows ® 95 or later
- 16MB RAM
- 20MB free disk space
- 256 color DirectX-compatible video card
- 16-bit DirectX-compatible sound card
- Quad-speed (4x) CD-ROM drive
- Standard AT-101 keyboard and mouse

Installing the Program

Exit all other programs and applications when installing *Disney's Activity Center, Tarzan*. Also, exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then insert the CD in the CD-ROM drive. If your CD-ROM drive is AutoPlay-compliant, the installation process will begin automatically when the CD is inserted in the CD-ROM drive. Follow the on-screen prompts to complete the installation. During the installation, you will be given the opportunity to register the program electronically. If the introduction screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and select **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. From the Install/Uninstall tab, click on **Install Now** to begin the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

If you have any difficulty installing *Disney's Activity Center, Tarzan* CD-ROM, please check the Tarzan Activity Center Help File on the CD.

Starting the Program

Exit all other programs and screen savers and then insert the *Disney's Activity Center, Tarzan* CD into the CD-ROM drive.

If your CD-ROM drive is AutoPlay-compliant, *Disney's Activity Center, Tarzan* will automatically launch and you will be able to play. If the *Disney's Activity Center, Tarzan* CD is already in your CD-ROM drive or your CD-ROM drive is not AutoPlay-compliant, click on **Start** and select **Programs**. From the Programs sub-menu, point to **Disney Interactive**, select the folder called **Tarzan Activity Center** and then click on the **Tarzan Activity Center** icon.

Uninstalling the Program

To remove the program from your hard drive, click on **Start** and point to **Programs**. From the Programs sub-menu, point to **Disney Interactive**, and select the folder called **Tarzan Activity Center**. From the Tarzan Activity Center sub-menu, click on the **Uninstall Tarzan Activity Center** icon. Follow the on-screen instructions to complete the uninstallation.

Signing In

When you first enter *Disney's Activity Center, Tarzan,* Terk will ask you to sign in or click on your name if you have previously played the game. Each time you enter the game you will have the option of typing in a new name and hometown or clicking on a name already on the list. Once you have clicked on your name or entered a new name and hometown, just click on the compass at the bottom right of the screen to enter Tarzan's world.

Helpful Tips

- The arrow is your cursor.
- The arrow will turn red when it is over an active, clickable area.
- Click on the Compass at any time to return to the Map.
- Quit the game at any time by holding down the **Alt** key while pressing the **F4** key (ALT-F4).
- Pause or Resume a game by pressing the **P** key.
- Press the **Space Bar** at any time to skip past audio instructions or animation.

Printing

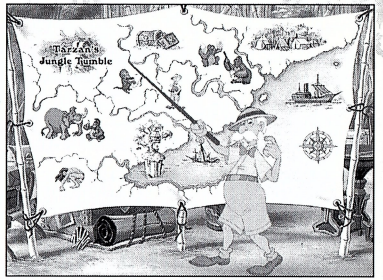
For great results, use the AVERY® Stickers and Cards listed below to print your projects:

Activity	Project	AVERY Printer Supplies
Jungle Journal	Jungle Journal Cover	AVERY *Kids*™ Full Page Stickers #3114
Jungle Journal	Decoder Cards	AVERY *Kids* Laminated ID Cards #3613
Trash the Camp	Sheet Music	AVERY *Personal Creations*™ White Full-Size Card Sheets #3267
Fetch-the-Sketch	Animal Photo Fact Card	AVERY Glossy Photo Quality Postcards #8389
Adventurers' Stickers	Personalized Stickers	AVERY *Kids* Big Round Stickers #3113

On slower machines, large activities, such as the Jungle Journal or Trash the Camp Music Maker, may take a few minutes to print. For this reason, you may prefer to do all of your printing after you have finished your play session and just before leaving the program.

Professor Porter's Map

The map of Tarzan's world is the home screen through which all games and activities may be reached. Roll over a picture with your mouse and Professor Porter will tell you where that button will take you. Click on a picture and you will be taken directly to that activity.



Activities

Jungle Journal

Record your adventures in Tarzan's world in your own Jungle Journal. Click on a tab to uncover backgrounds, patterns and stickers that you can use to create your own picture. Click on the striped chameleon and change your picture to black and white – then click on the paint tab and color your creation any way you like.

Of course a journal needs words, so type messages in the box underneath your creation. Change the borders around your message by clicking on them. To convert your message to an animal language, click on the tab with Professor Porter's face on it, then choose the Crocodile, Elephant, Gorilla, or Leopard language. If you'd like to hear your message, just click on the Victrola.

To create an extra special message, click on the key tab and create your own secret language. To decode a message, click on the tab with an animal and English letter on it. This will also allow you to print out a secret decoder card or send it to your desktop to attach to an e-mail later.

If you would like to print out your Jungle Journal, just click on the old-fashioned typewriter. If you would like to send your Jungle Journal to your computer's desktop, click on the envelope with Jane's picture on the stamp.

Extra Letters

To access additional characters from other languages in Make a Secret Language, hold down the **ALT** key as you press the **E** key (ALT-E). To return to the standard characters, just press **ALT-E** again.

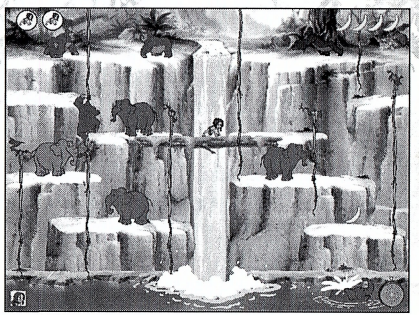
Sending Your Jungle Journal or Decoder Cards Over the Internet

When you click on the **Send** button, your Jungle Journal or Decoder Card will be sent to the desktop of your computer. Be sure to remember the name you give your Jungle Journal so that you will able to easily attach it to an e-mail.

Printing Out a Jungle Journal That Has Been Sent to You

Click on the picture to make sure that it is in the active window. Press and hold down the **ALT** and **PRINT SCREEN** buttons at the same time (ALT-PRINT SCREEN). This will copy your picture to the Windows Clipboard. Open your favorite paint program (some word processing programs will work as well). Go go the **Edit** Menu and click on **Paste**. This will paste the contents of the clipboard into the current document. Go to the **File** menu and click on **Print**.

Tarzan's™ Jungle Tumble



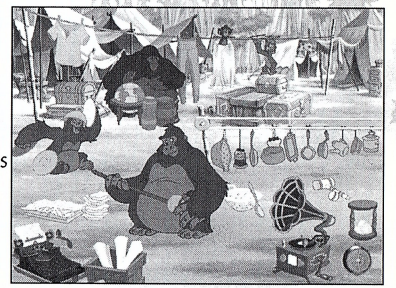
Tarzan's Jungle Tumble is an action arcade game with three levels and eighteen sub-levels of exiting game play.

Level 1: Your first stop is the tree house. Use the arrow keys on your keyboard to help Tarzan climb up, down, right and left. Help him knock furniture and toys into the boat, but keep an eye out for the baby leopards! If a baby leopard gets too close, click on your **Space Bar** and squirt the leopard with a baby bottle. Look at the top right corner of the screen to see how many baby bottles you have left. If you see a baby bottle suddenly appear on screen, grab it! It'll come in handy later.

Level 2: Your next Jungle Tumble stop is Elephant Falls, where you must help young Tarzan clean up the mess he caused. Try to knock all the elephants back into the lagoon, but stay away from Kerchak and the apes! If they get too close, click on the **Space Bar** and distract them with a banana. If you aim an elephant just right, you can knock down a gorilla and send him all the way to the bottom of the screen!

Level 3: Your last stop is the ship. Help Tarzan and Jane knock the barrels and boxes into the water. If Clayton and his thugs come too close, click on the **Space Bar** and throw a net on them. But, be careful— don't let Clayton reach the net before you do!

Trash the Camp Music Maker



Four of Tarzan's friends have wandered into the campsite and have discovered some amazing things! There are all sorts of strange and wonderful objects, each with its own musical sound. Help the apes get their band together by handing them one of the seven available objects.

Play along with the apes by selecting one of the three types of instruments on the Instrument Stand. Then click on **Record** (the red circle on the Victrola), and away we go!

Play Screen

To begin your song, click on any of the seven objects and give it to an ape. Also, little Flossy will play one of four bass lines if you click on the shirt, skirt, trousers or shorts hanging on the clothes line. The Baby Baboon will show you which of the four bass parts you've chosen.

Red Circle on Victrola: Click here to record your song.

Yellow Square on Victrola: Click here to stop your song.

Green Triangle on Victrola: Click here to play your song.

Click on the **Instrument Stand** to switch among three different sets of Melody Instruments. You can play these instruments by clicking on them with your mouse, or by using the number keys (1 through 0) at the top of your keyboard.

Sheet Music Screen: Click on the typewriter to see your song and type in lyrics.

Song List Screen: Click on the music box to save your song or to load in a previously saved song.

The Map: Click on the compass to go back to the Main Map.

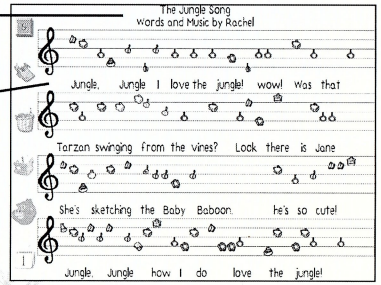
Hourglass (Lower right of screen): When in Record Mode, this shows how much time you have left. Each song page is a maximum of sixteen seconds.

Sheet Music Screen

Once you've recorded your song, you can see it in music notation, give it a title, and add lyrics. If you want to change a note, you can drag the note up or down the staff. To change the instruments of the note, just click on it once or twice. To erase a note, click on it three times. Remember, the sheet music will not be filled in with musical notes unless you previously clicked on **Record** in the Play Screen.

Click at the very top of the page to enter your title.

Click in any of the four empty fields to enter your lyrics.


The Jungle Song
Words and Music by Rachel
Jungle, Jungle I love the jungle! wow! Was that
Tarzan swinging from the vines? Look there is Jane
She's sketching the Baby Baboon he's so cute!
Jungle, Jungle how I do love the jungle!

Play/Stop: Click here to play or stop your song.

Print (Typewriter): Click here to print out your song. Warning: On some printers, this can take a long time. If you find you're waiting more than a few minutes, you may want to come back and print your song when you're finished playing the game and just before leaving the program.

Throw Away: Click on the trash basket to erase your music, lyrics and title. But be careful! If you haven't saved it on the Song List, the song will be gone forever!

Song List Screen: The music box takes you to the Song List Screen, where you can save your song or load a previously saved song.

Play Screen: The Ape icon returns you to the Play Screen, where you can record a new song.

Page Advance: Clicking on the arrows adds more pages to your song. Return to the Play Screen to record music on the new page.

Song List Screen

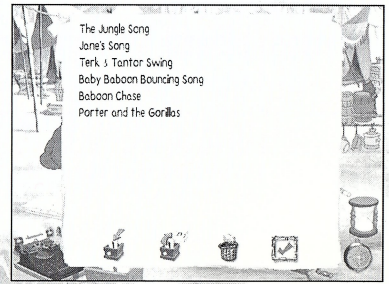
From this screen, you can see all the songs that you've collected, save your song, or load in a previously saved song. You can save a maximum of twelve songs. When your total exceeds twelve, click on the trash basket and select the song you want to remove. It will be erased and you'll have room for a new song.

Save: Click on the arrow into the box to save a song.

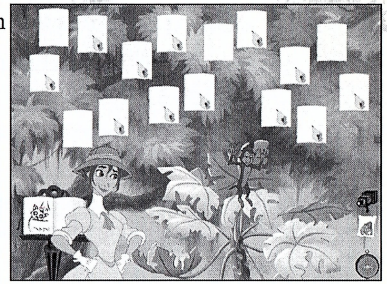
Load: Click on the arrow out of the box to load a previously saved song.

Throw Away: Click on the trash basket to erase a song.

Go Back: Click on the check mark to return to the Play Screen or Sheet Music Screen.



Fetch-the-Sketch



That mischievous Baby Baboon has stolen Jane's sketches and hidden them among the vines. Click on the papayas from the tree and place them on the sketches to lure the Baby Baboon out of the vines. When he comes out to get a papaya, the sketch will be revealed. Keep placing papayas until you find a sketch that matches the one in Jane's book. Keep finding matches until the sketchbook is filled. Remember, once a sketch has a papaya on it, you can click on it and open it at any time. But watch out! The Baby Baboon has some hidden surprises up there in the vines! If you find a sketch of the Baby Baboon, he'll mix up the sketches. Uncover the actual Baby Baboon and he'll steal back some of the sketches you have already collected.

Level One: Match two animal pictures that are exactly alike.

Level Two: Match a picture of a grown up animal with its baby.

Level Three: Match sketches of animals with the sounds they make.

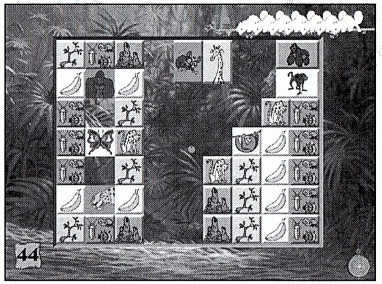
Playing with a Friend

If you'd like to play Fetch-the-Sketch with a friend, click on the picture of Tarzan to go to the **Choose a Level** screen. Once there, click on the picture of Terk and Tantor. Choose who will be Player One and who will be Player Two. Each player will have ten seconds in which to complete his or her turn, so keep an eye on the hourglass. When it's your turn you must first take a papaya from your own tree and put it on a sketch. If other sketches already have papayas on them, use the remaining time in your turn to look at those sketches and try to make a match. Click on two matching sketches one after another and they will jump into your sketch book. The first player who makes four matches wins the game! (But, don't forget about that Baby Baboon!)

Safari Photo Fact Cards

Each time you win a Fetch-the-Sketch game as a single player, you will collect a Safari Photo Fact Card. To see the cards you have collected, just click on the camera at the bottom of the Fetch-the-Sketch screen. You'll see all of the photo fact cards you can collect. The ones you have already earned will have a green glow. Click on a card you have earned and a pair of cards (of an animal and a baby) will appear on your screen. Print out your photo fact cards by clicking on the typewriter. Each print out will include pictures and facts about an adult animal and its baby.

Terk and Tantor's Power Lunch



Terk and Tantor are hungry and have invited all of their animal friends over for a jungle feast. Use the left and right arrow keys on your keyboard to knock the bouncing chameleon ball into an animal rectangle. Once you bounce into an animal, the chameleon ball will turn the color of that animal. Next, aim the ball at squares that contain the food that the animal likes to eat. Animal rectangles are the same color as their food squares — for instance, the baboon is in a yellow rectangle and the bananas it likes to eat are also yellow.

Some of the squares are special:

Butterfly — If you see a butterfly, try and bounce into it when the ball is the same color as the butterfly and see what happens!

Sloth — Hit it with a ball of any color and the ball will slow down. This may come in handy at higher levels as the game becomes more challenging.

Camouflage — Run into a patch of camouflage and your ball will become invisible for a few seconds.

Cheetah — Hit it with a ball of any color and the ball will speed up.

Baby Baboon — Knock into the Baby Baboon and your ball will go crazy for a few seconds!

Kerchak and Sabor — Whatever you do, don't knock the ball into Kerchak or Sabor! If you do, you'll lose a chameleon ball. Lose all of your chameleons and — GAME OVER!

If you lose a couple of chameleons, don't worry. Complete 10 levels in a row and you'll get a bonus ball.

See if you can beat all 50 levels!

Tarzan's™ Sing and Swing

Get to Tarzan's Sing and Swing from Professor Porter's map by clicking on **Son of Man**, **Strangers Like Me**, or **Two Worlds**. Once you've chosen a song, sing along with the music from Disney's animated feature film Tarzan®. Or, if you prefer to sing solo, click on the picture of Terk with her hand over her mouth to sing along with the music, Karaoke style.

Adventurers' Stickers

Click on the picture of the suitcase on Professor Porter's map to get to Adventurers' Stickers. Print out stickers personalized with your name or hometown on AVERY® Stock or plain paper. Use them to decorate your luggage, your room, or yourself!

Pick a Level Screens

Tarzan's Jungle Tumble, Terk and Tantor's Power Lunch, and Fetch-the-Sketch each have an additional screen that lets you choose which level of the game you would like to play. To get to these screens in Tarzan's Jungle Tumble, and Fetch-the-Sketch, just click on the sketch of Tarzan (or Jane) at the bottom of the screen. If you are playing Terk and Tantor's Power Lunch, click on the number in a box at the bottom of the screen.

In Tarzan's Jungle Tumble and Terk and Tantor's Power Lunch you may only play a level if you have already won the levels before it. In Tarzan's Jungle Tumble you must win all six sub-levels before moving up to a new level.

On the Fetch-the-Sketch Choose a Level screen, you can immediately go to whichever level you would like to play. Just click on a picture of Baby, Young, or Adult Tarzan to play a one person game or click on the picture of Tarzan and Jane to play Fetch-the-Sketch with a friend.

Troubleshooting

Please check the Tarzan Activity Center Help File for the latest troubleshooting information.

Customer Support

If your computer system is not running the *Disney's Activity Center, Tarzan™* CD-ROM properly, refer to the Tarzan Activity Center Help File to obtain information about running the program with the best possible performance. If you need additional information, Disney Interactive offers a variety of support options:

Internet Support
The Disney Interactive Customer Support Web site contains a variety of information that you can use to help your system run Disney Interactive programs with the best possible performance. To access information about Disney Interactive programs on the World Wide Web, point your browser to **www.disneyinteractive.com** and click on **Guest Support**.

Disney Interactive Fax-On-Demand Service
This service is available 24-hours-a-day at **(800) 965-5360**. Use a touch tone phone to request information from an easy to use menu and have it faxed back to you during the same call or, if you are not at your fax machine, the system will fax the document later. Simply select the number of the document you wish to have sent to you. Select **Document 1** to obtain a complete list of available documents.

Mailing Address
If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Fax Support
Our fax machine is available 24 hours a day at **(800) 965-5820**.

Automated Telephone Support
This service is available 24-hours-a-day at **(800) 228-0988**. Use a touch tone phone to obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff is available Monday through Friday from 7:00 a.m. to 6:00 p.m. (Pacific Time).

TDD Support
Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 6:00 p.m. (Pacific Time). The toll-free number is **(800) 441-1243**.

Replacing a Defective CD Or Missing/Damaged/Lost Items

Important! If, within 90 days from the date of purchase, you need to replace a defective CD-ROM or missing/damaged/lost item, please be sure to include the following information when sending the defective CD-ROM or requesting the replacement of the missing/damaged/lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable), city, state, and zip code. There is a $10.00 fee to replace lost or damaged items. If you need an item other than a defective CD-ROM replaced, include a description of that item. Do not mail the packaging or other materials; send only the CD-ROM or damaged item along with a note describing the reason for replacement to our mailing address listed above. Please add "Attn: Replacement" to the mailing address and allow four to six weeks for processing.

Satisfaction Guaranteed!

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with the product, just return it to us (within 90 days from the date of purchase) the CD-ROM, Program Manual and the original sales receipt along with a note describing the problem and how we can better serve you, and we will send you a check for the purchase price, plus any applicable sales tax. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state and zip code. Do not mail the packaging or other materials; send only the CD-ROM, Program Manual, and your receipt along with the note to the mailing address listed above. Please add "Attn: Refunds" to the mailing address and allow four to six weeks for processing.This offer is good in the U.S. and Canada only.

Published by Disney Interactive
500 S. Buena Vista Street, Burbank, CA 91521

Tarzan™ owned by Edgar Rice Burroughs, Inc. and used by Permission.
Copyright © Edgar Rice Burroughts, Inc. and Disney Enterprises, Inc.
Microsoft and Windows are registered trademarks of Microsoft Corporation in the U.S. and in other countries. Avery, Avery Kids, Avery Personal Creations and Avery product codes are registered trademarks of Avery Dennison Corporation.
All other products and/or company names are trademarks of their respective holders.

disneyinteractive.com
part of

PROOF OF PURCHASE
Tarzan AC